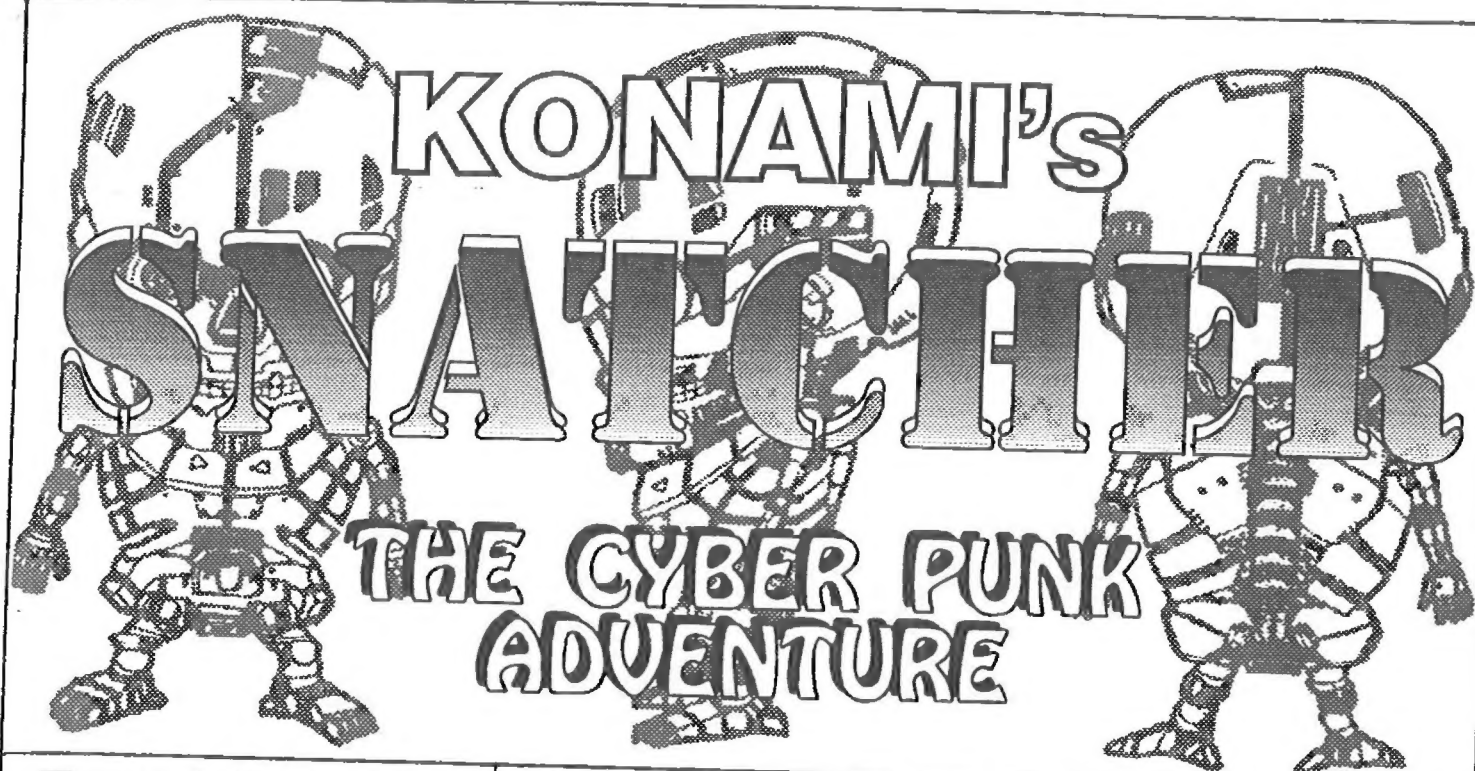


KONAMI'S SNATCHER THE CYBER PUNK ADVENTURE



How to finish Snatcher

The game starts with two options : The 0 key is used to start the game, and 1 to load a game. After this, they will appear another two options : 0 to write a name for the protagonist, and 1 to play with Guillian Seed who is the main character.

ACT 1: SNATCH

We are in Junker's entrance, and we talk with the secretary. After introducing ourselves, she says her name : Mika Slayton. We go on talking until she explains us the Junker's departments : (with 0 we can exit of every rooms) :

0 - The Boss office (Benson Cunningham), we will talk with him and he will give us information about our mission, our weapon, Jan Jack Gibson (name in Runner code) and Navigator (our sensor). Finally he give us the identifying target.

1 - Weapons department : the manager (Harry Benson) won't be there in that moment, but the secretary will talk us about Little John (Jan Jack 's Navigator) and her daughter Catherine Gibson.

2 - Files room

3 - Computers room : The secretary will give us technical information about the computers.

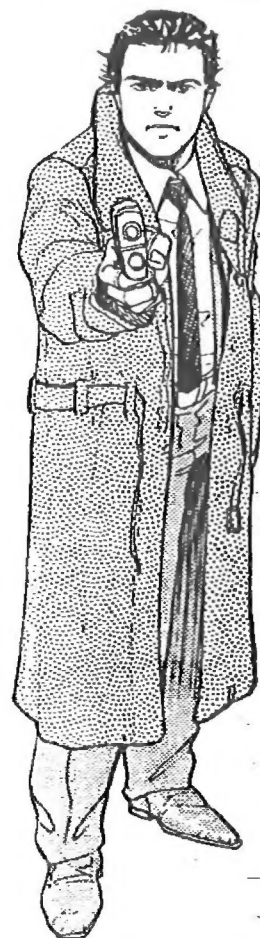
4 - Shooting room : when we will have a gun we will practice here.

We will come back to the Weapons department, where we will see Harry Benson, who will give us our navigator : Metal Gear MK-2 model. We talk a bit more and then we will receive our Blaster gun. From the Metal Gear J.J. Gibson will call us asking for help. We will leave the Junker and we will take the car fastly (key 0), we will choose destination (key 1), then we will go out of the car (0 key) and we will find a



Guillian Seed

deserted factory. From now on the options 0 and 1 are used to go ahead and come back respectively. We will come into and we will find Little John.



Then we will extract him the memory chip. We will go on until we will find the decapitate body of the Runner. We will look for a key and a target. Metal Gear will scan his body (blood, skin ...) and the murder's blood.

Suddenly, two strange people are running along the corridor, and trying to catch them, we will find out a

temporised bomb. We will fastly escape until finding Little John again, whom we will talk and he will give us a sensor which we can detect the cyber insects with (the insects were left by the Gibson's murders). Suddenly we can't come out from the factory, and pushing SHIFT key, a target will appear on the screen. From now on, every time, when we will push any number key, we will shot from any squared board target:

7	8	9
4	5	6
1	2	3

Once destroyed all the creatures, we will quickly go out from the factory which will explote. Returning to the Junker, we will meet Mika who will be crying her husband's death. We will talk with the boss and we will explain him Gibson's death and we will give him Little John's memory chip, to be analized.

In Weapons Department we will find Harry who will be drunk. Harry will show us picture, a bottle of Napoleon's brand and a telephone number related with the bottle.

How to use the computer

When we are in the Computer's room, we will push 6 to start. They will appear three options : 0 (write a code), 1 (search information) and 2 (to leave the room).

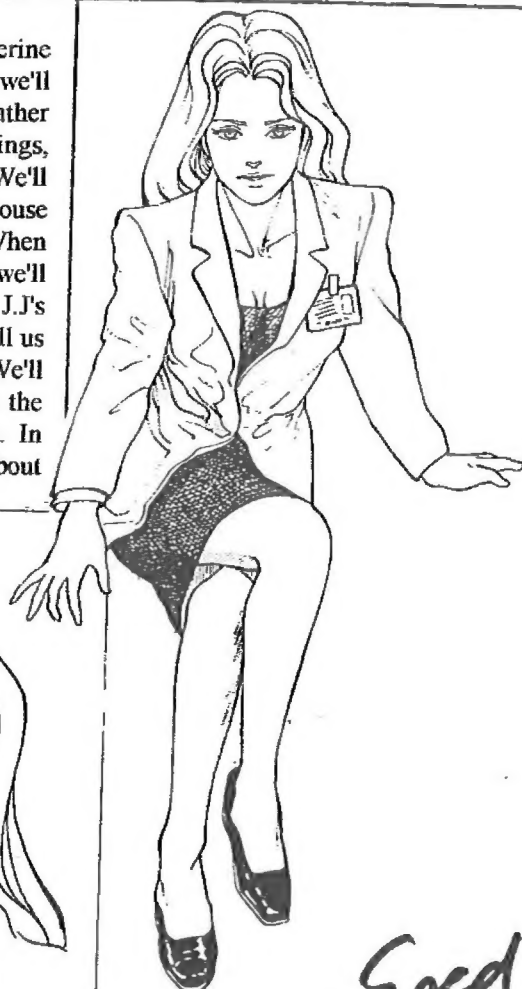
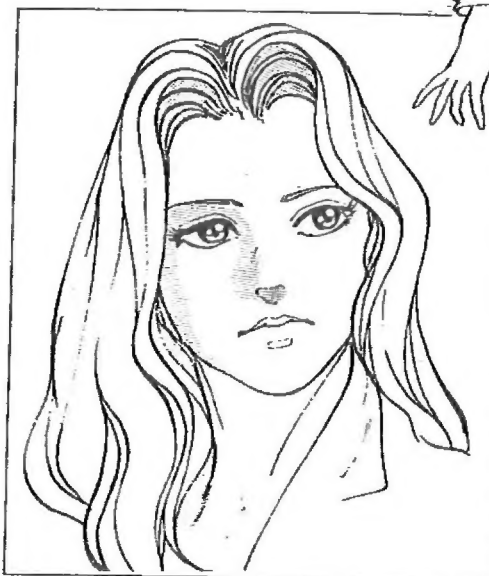
We push the 0 key and will appear a blank in the screen; it only accepts katakana signs. Every sign is corresponded with a key (in the end of the article you will find the codes). We can input any name that we could know. Then we will go towards Gibson's files room. Looking into a drawer and a wardrobe we will find a chess token (the Queen) and a floppy disk.

We will come back home where we will find an identification card of our wife, Jamie Shido. Thanks to the card we will be able to call with the videophone.

Afterward, we call Jamie and she will give us information, however, in a short time the communication will be interrupted. We will go to Jan Jack's house but the door will be closed. Knocking and trying to be opened, we will can input a code (Gibson's age, that is 55), and then we will must input another code (his daughter sizes : B81

W58 H83).

When in, we'll meet Catherine Gibson, Runner's daughter, and we'll tell her the bad news about her father having care of not to hurt her feelings, otherwise, she'll fire us. We'll investigate all around the house avoiding to use the '6.0' option. When getting to the computer room, we'll analyse it until we get a J.J's Photograph and a little bottle that tell us something about "Joy Division". We'll use the computer with the help of the diskette to discover the J.J's Diary. In which, the P.D. tells us something about



Jaine Good



a "Bounty Hunter". In the bottom of the house we'll find the lot, where we'll meet Alice (The family's doberman), and we'll find it's carrying an estrange bright necklace. If we keep investigating, a false alarm will occur (just after using the computer). We'll say good-bye to Catherine, and we'll leave the house. Once outside we'll call that 'Napoleon' (39-5644). He'll ask us for a keyword, we'll enter it, then, he'll ask us to go to a place called 'Altamila'. We'll get the car and we'll go there.

Once there, Metal Gear will

analyse the place until meeting Napoleon (It will be clearly represented in the screen). We'll talk until we are given information from a place called 'Joy Division' and from something called 'Liquid Sky'. We'll call Joy division (Videophone), which is a black market.

We'll drive the car to there. We'll talk with the seller until we are given a mask. Once we got the mask, we'll go back to Altamila, where, after waiting for a while, we'll see Napoleon who will talk us about a place called Outer

Heaven and about something called Liquid Sky. We'll get the car and we'll go to Outer Heaven, there, we'll met a strange werewolf, who won't let us in if we don't wear the mask. We'll go in and we'll see a dancer and many rare clients: An alien, a monkey-man. We'll talk to the barman, who wears a science-fiction mask. After talking with him for a while, we'll manage to talk to the dancer, whose name is Izabella Velvet. After chatting with her for while we'll go out (Avoid to insist in some options or show the Junker I.D., if not, we'll be dismissed at once).

Back to Junker we talk with our boss who'll give us information. We go to the Computer Room and we'll find one more option ('1'), in which we'll be able to look for portraits. After 500 tryings, we find the right combination, that will give us information about two people: Ivan Rodriguez and Freddy Nilsen. The computer will print the pictures and when going into the car we'll be able to go to two more places: Ivan's Home and Freddy's Mansion.

Mika Slaton



「ほんとうの闘いはこれからだ・・・」

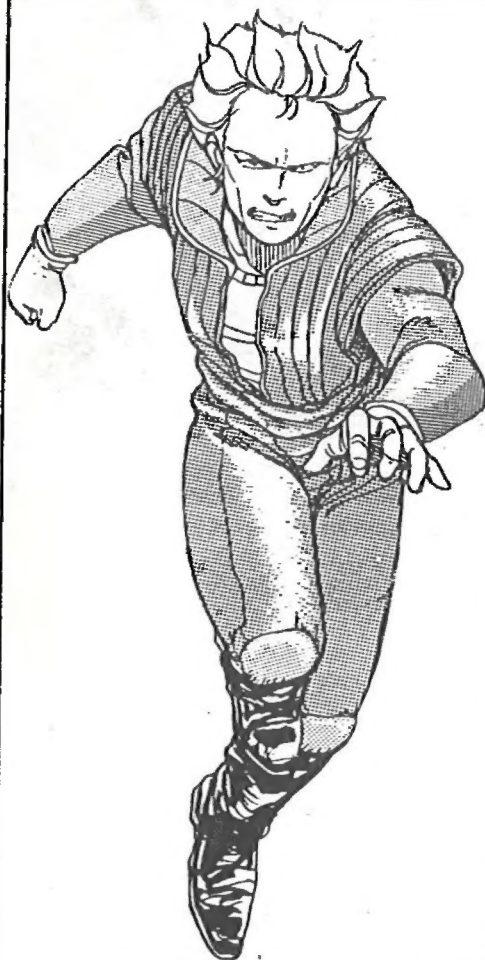
We'll go to Ivan's home were we'll find two homeless to who we must show the portrait printing. Once done this, we'll be able to go to Ivan's room. There, Metal Gear will analyse the zone and after this we'll be able to knock the door. Ivan will answer, and after showing him the Junker I.D. twice, he'll open fastly the door to cover us with a gun. Very fast, we shoot in the centre (5) to hit the hand that holds the gun. He'll fall backwards unconscious. After this, we'll examine the room till finding a surfing board, a little of LSD (The Liquid Sky from which Napoleon was talking). We'll cover Ivan until he tells us the drug procedence. Then, Metal

Gear will examine Ivan's body, it will demonstrate that he collaborated in Gibson's murder. We'll leave Ivan, and we'll go to Freddy's mansion with the car.

Once in the entrance, Metal Gear will examine the door so we can enter. Once inside, we'll meet a estrange woman, Lisa. We'll find an urban map of Moscow, and after a while examining and showing items, we'll be able to get in the W.C. of the mansion, where we'll find more LSD. Once this done, we discover the true identity of Lisa: A snatcher. Fastly, we'll finish her shooting her in her head. After analysing the rest of the robot we'll leave the mansion to enter again after having been the lights turned on, which shows that there's still somebody inside.

Before going in, Metal Gear will discover the access code of the door. We go in and, after watching the room for a little, we'll go into the W.C., where we find Freddy waiting for us to attack us by surprise. He'll grab us by the neck, so shooting him will be very difficult because the target point will change of position. You have to be careful not to shoot your body, it would be fatal. If we manage to shoot him three times in Freddy's head, we'll see that he's not harmed at all. He'll rise us, and he'll seem to finish us, but suddenly his head will explode and he will release us.

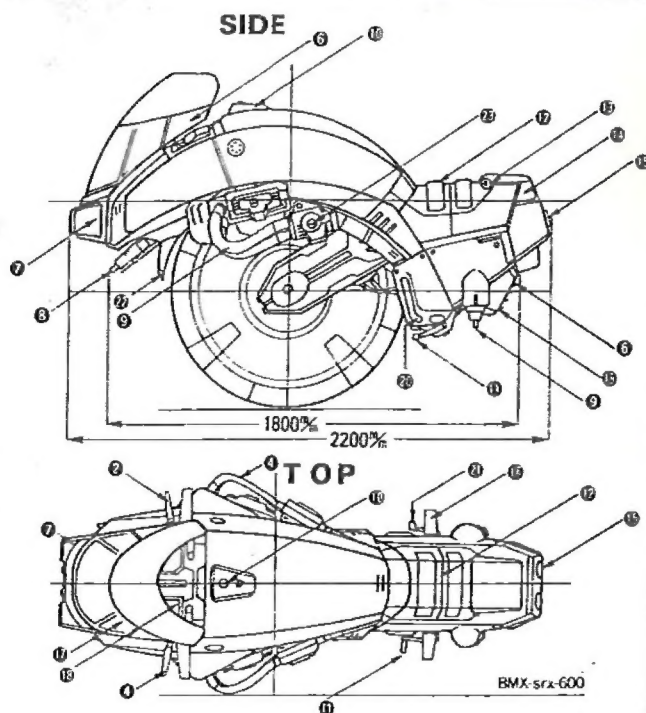
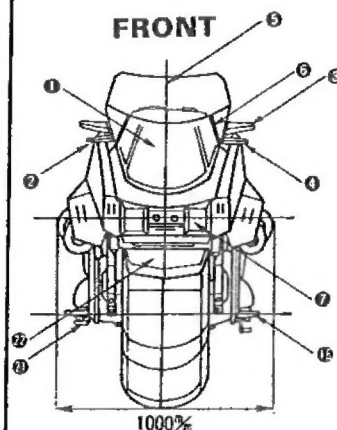




Random Hajile

everything is in QUEEN. We'll prepare to go to that hospital, but in the way to hospital, the Tricycle loses control. There'll be some new options and if we try them we'll know that the car has been sabotaged; after some tense moments Random will come to help us

Road Runner



in a very spectacular way.

We'll go into Queen (now Random goes with us), and behind Door number 3, if we examine the candelabrum, we'll find a secret small trapdoor, but we won't go in there yet. We'll go into door number 1. and we'll find a skeleton that is a snatcher. We'll finish it fastly (But we'll be attacked in a second chance, so we'll have to remate it) and after examining the rooms we'll be able to enter the small trapdoor, that leads to an underground with four rooting corpses. Metal Gear will analyse the corpses until finding that they belong to Freddy Nilsen, Lisa Nilsen and Chin Shuho and to... Benson Cunningham!!, so we'll know that the boss is a snatcher. In that moment, we'll be shot and hurt. We'll know that the one that handles everything is Chin Shuo who will kill us, but Random will sacrifice with T.N.T. implemented in his body.

We'll turn the lights on, knowing in that way that we are in the sewers and in a very uncomfortable position. We'll go up and we'll get to Freddy's W.C., going out through the small trapdoor that there was in his bathroom. We'll leave the house and we'll get a cab (our car is destroyed). Once in the cab, we'll discover that the taxi driver is a snatcher too. Once destroyed we'll drive the cab to Junker just to finish up with the last remaining snatcher: Cunningham.

Once in Junker, we'll see that in reception the shield is up. We'll talk to Mika (in a semiconscious state) and she'll tell us that Harry was shot. We'll see the blood-covered body of Harry, and, after talking with him, he'll die.

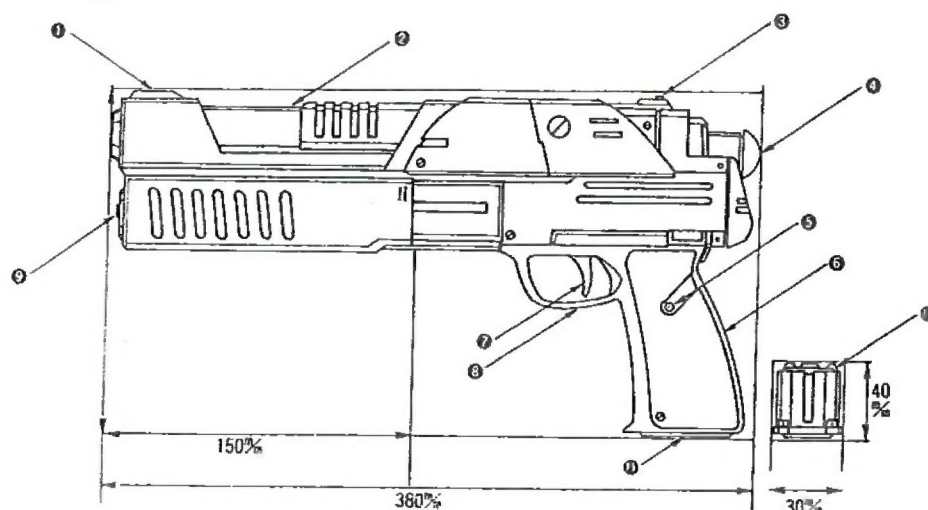
We'll go to the different places of Junker examining as much as possible until Metal Gear locates the boss. In that moment, we'll go to Cunningham's office and we'll find blood drops falling from above, due to he's hanging from the top. We'll shoot him in the head and he'll fall, but he'll hide again.

We'll examine again every room of Junker until our Navigator finds Benson again. We'll go to reception where we'll find Benson using Mika just as a shield. We'll destroy Cunningham having care of not to hurt Mika. Once destroyed he'll say his last words and we'll see the hoped ending.

NOTES:

- In the beginning of the game, we won't be able to save. We only will be able to do it when we are given Metal Gear.
- Not in every place will be necessary to chose every option, but, just in case, choose every option till messages are repeated.
- It's not necessary to look for names in the Junker computer, we are only given information that, in case of knowing it

Blast



Then, we'll meet our savior: Random Hajile, the "Bounty Hunter". After talking with him for a while, act one will finish.

ACT 2: CURE

We'll go to the boss room, he'll take off from us some items like the computer printing, the little bottle. J.J.'s photograph, etc. At the end, he'll give back to us the memory chip of Little John, which tell us something about OLEEN Hospital.

We examine every place of Junker showing the hospital photograph and, afterwards, we'll call Jamie who will give us information, and afterwards, we'll call Napoleon too, who will ask us for the same password that in act 1. After entering it, we'll go to Altamila, where after examining the place Napoleon will arrive disguised as Santa Claus.

We'll talk with him until we'll be able to go to OLEEN Hospital with our car. We'll go in and we'll find that is a veterinary hospital, because we see a dog, a penguin and a hen. After inspecting the place for a while we'll leave it. When in the car, Mika will ask us to go immediately to Catherine's home. Once in there, we'll go in (Before going in, Metal Gear has to examine the place.). When going in we'll find fight marks all over the house. We'll look everywhere till getting to the lot, where we'll find Catherine's dog necklace. We'll analyse it and we'll leave it to find the Alice gutted corpse. Lately, we'll go home where we hear a gloomy music (not the one regularly heard, but

another one), we'll know that there's somebody inside. After examining a the place for a while we'll go inside and we'll head the W.C. (You hear water falling). Once inside, we'll find a bra that we'll get. The we'll know that there's somebody in our shower. We'll look inside and we'll find our life's surprise. The one inside the shower is not one but Catherine!, who, surprised wets us with the hose.

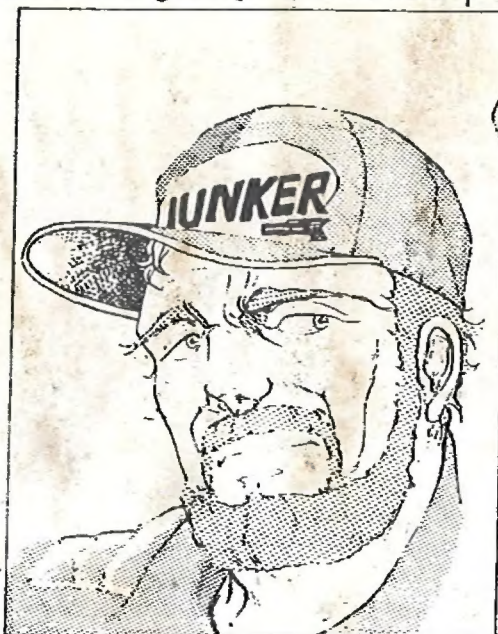
Lately we talk with her and we see that she keeps a list of hospitals. This will be very useful for us, because, we were wrong in the hospital we were going to. We will be asked a keyword, it will be QUEEN (the neons in the entrance looked like OLEEN).

Once this done, Catherine will comment us that she knows a people related with this hospital, called Chin Shuho. We'll go to Queen, where we'll

find three doors, 1,2,3. To go in, first of all we'll have to open them. In the 3 one we'll see the light turned off, so we'll have to turn it on (the one before the last option). We'll lead the light beam with the number keys until we find a book called "Outer Heaven" a Kremlin Photograph and a card with Chinese words.

We'll leave and when in the room that accesses the three doors, if we investigate a little, we'll see that there's a false alarm (you NEED to do this!). We'll call Jamie and we'll show her our new aquirements. She'll ask us to call Napoleon. We'll do this and a werewolf will answer us, who will invite us to go to outer heaven. We'll go right there, and we will be received by that werewolf with whom we'll talk and we'll go inside.

Once inside, we'll know that the werewolf is Napoleon disguised, and if we show him items, we'll be asked a new password, that keyword asks us what does the Chinese card mean. We'll enter the right answer ("BENSON") and we'll go to Junker. Once there, we'll see that neither the boss nor Harry are in there. We'll investigate through the offices and we'll find a card in which is written "Face to Face" in Harry's office



Harry Benson



we won't need to find it The only necessary thing is find the portrait but this option won't appear until you have played a lot.

- To go back, you'll press '0' and to go forth '1', but for looking in different places of Junker you'll have to choose '0' and from there you'll be able to go wherever you wanted. To leave Junker and getting into the Tricycle you'll first have to go to reception, and from there, to the car.

- You can not always go to every place you want by car. It only can be done once the necessary actions are done. When everything possible is done in a place we won't be able to return.

- In the first act, Napoleon will ask us a question when calling him through the videophone and to answer it will be necessary to put four or three letters in katakana. We use the four letters combination. When entering any password it's possible we have to put some small letters (that is made by



pressing SHIFT and the key), with a colon or with a little circle.

- When entering a password written in KATAKANA: * The letters "SHI" and "TSU" look like each other. * The password OWATTA has a "TSU" in small letters. If you see a dash you'll have to write it too. It can be made in HBF700S by pressing shift and the "" key. But don't write a dash when calling somebody through the videophone.

- To be able to go to "Outer Heaven", you'll have to talk to Napoleon several times and give him money (watch out! money is not shown on screen). If Napoleon doesn't appear in Altamila after waiting for a while, he'll have to

be "videophoned" and we'll to enter the password.

- To have the 'PORTRAIT' option, you'll have to show the J.J. Photo to Izabella Velvet twice. only then will appear new options. We choose all the options and when going to the computer the 'PORTRAIT' option will appear.

- In the beginning of ACT 2, you have to talk to Harry to get the memory chip of Little John.

- When at OLEEN HOSPITAL (The one of the animals) and have used up every option, you'll have to press SHIFT to leave it.

- If Catherine is not in the shower, we'll have to chat and examine all over Junker and the most of all, in Altamila (Keep cool, it's impossible to Napoleon to appear).

That Randam Hajile is the bounty hunter from who the boss and Gibson were talking. As you'll know he's the blond from the S.D. Snatcher, but he's not in the archives of Junker, so he can't be found in the computer.

In Catherine's house we can die from a shoot, the question is who has been...

Harry meet Napoleon to us thanks to the bottle carrying his name, but he doesn't give us none of the two keywords we are asked. Investigating in the computer, there'll appear two names in red. Contacting with a Japanese teacher we find that the first one meant "A new govern born, the 100 days one", and, (chronologically) is approximately



Fun Truck Gibson



what truly happened. In the other we searched in history books were we found its linking to Waterloo battle, if it isn't its true meaning.

- Just as a curious data the password 'OWATTA' is taken from the sentence 'Kakumei wa owatta', that means 'The revolution is over'.

FINAL HELPS

- Videophone Numbers:

39-3444: JAMIE

39-5644: NAPOLEON

69-1107: JOY DIVISION

39-1009: JAMIE (ACT 2)

- Gibson's computer password:

IE (HOME in kanji). Obtained just pressing the HOME key!

- Portrait:

HEAD: 1

EYES: 3

NOSE: 1

HAIR: 3

MOUTH: 1

CAST

- Gilian Seed. Age: 31 (Runner)

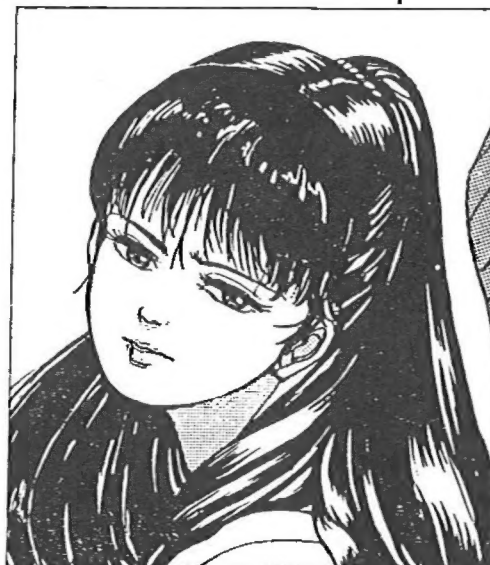
- Harry Benson. Age: 55 (Junker Mechanic)

- Benson Cunningham. Age 46 (The Boss of Junker)

- Mika Slayton. Age 23 (Junker Secretary)

- Catherine Gibson. Age: 14 (Runner's daughter, holograms model)

- Little John. (J.J. Gibson's navigator)
- Metal Gear. (Gilian Seed's navigator)
- Napoleon. (Biography.)
- Jan Jack Gibson. Age: 55 (Runner)
- Izabel Velvet. Outer Heaven dancer.
- Iván Rodriguez. Runners' assassin.
- Freddy Nilsen. Runner's assassin.
- Snatcher. - Lisa Nilsen. Snatcher.
- Chin Shuho. Snatcher.
- Randa Hajile. Bounty Hunter.



*Katharine
Gibson*

CONCLUSION

For me, this is the best AVG ever made and it's the best Konami game too!. With the game development it's not easy saying if we are playing or if we are watching a film (concretely in the corpses chamber scene).

Many thanx to Martos, for importing this game; to Ramon Casillas, that, without his Japanese Course it would have been completely impossible to manage to finish it and to Jordi Navales who lent us his Turbo-R!

GAME FINISHED : Teo López
WROTE : Teo & Frans López
TRANSLATED:

Jorge Pascual Llopis

David Rodríguez Alemany

PHOTOS : José Manuel López



- 2nd girl Up, down, left.
 3rd girl Up, space, down, space.
 4th girl Down, left, right, right.
 5th girl Enter, space, enter, space

Teo López

RANMA ½

If you put on the computer with the final demo disk in the drive, there will appear a BGM menu with all FM musics of the game.

If you use ARMI.COM (it is in almost all MicroCabin games), you will find some .RCP files in the final demo disk. They are the original FM musics passed to MIDI.

José Manuel López

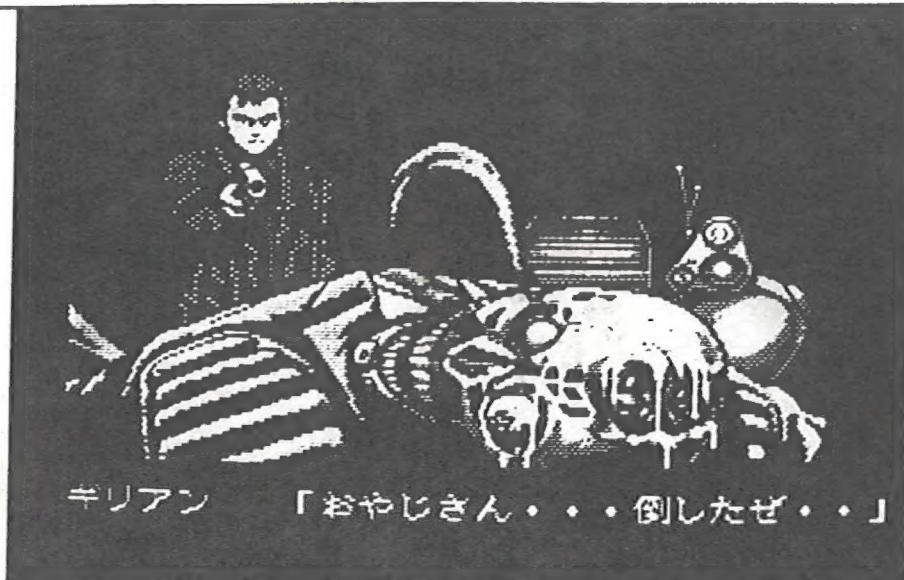
THE TOWER OF CABIN

Insert disk number 3 and wait until the screen is blank and the disk halt. Then press *P* key and you will access into a sub-game called "GO, GO, PIXIE.", an arcade game very similar as *Fray*. Now the main character is Pixie and he must fight with her eternal opponent, Fray. The game has a menu (like in *Fray*) to choose weapons, magic,... The final enemy will be a big Fray, as big as the screen!

Jaume Martí.

SILVIANA

Using a disk editor (MST's Disk View fits OK!), enter this information in SAVEDATA.DAT file or directly into sector number 834. You can backup the original file renaming it to SAVEDATA.BAK, for example.



	<u>Hex position</u>	<u>Write</u>
GOLD	00D,00E	FF FF
LIFE	009	FF
POWER	00C	FF
SHIELD	00D	FF
BREAD	011	FF
BOTTLE	012	FF
EYE	013	FF
KEYS	00F	FF

Jaume Martí.

SANATORIUM OF ROMANCE 2:

Just when the GREEN screen appears, hold the *S* key. Doing it you will enter the Music Mode where you can found all the songs and sound effects of the game.

Jordi Navales

SUPER RUNNER

If you enter the password that the game brings you at the last stage

(20), you won't see the final demo. You will then enter a new stage, stage 0, that is the most difficult of the game. If you finish it, you are not human!

Martos

SORCERIAN

When you were in the city, hold the *S* key. Now you have suppressed the wait state. The options text will appear immediately, not with scroll. In the game, the speed will be increased. This produces an unequal scroll speed, but it doesn't matter because you increase the speed.

Martos

PEACH UP'S #7 (3 DON)

Here are the passwords to see the 5 girls of the game.

- 1: POKET.
- 2: EXCITE.
- 3: APPLE.
- 4: CHICAGO.
- 5: HOT CAKE.

David Baena

I hope you enjoyed this section coordinated by Jaume Martí & Marc Vallribera.

WROTE by

Jaume Martí Gómez

TRANSLATED by

Marc Vallribera Ros

PHOTOS by

Jaume Martí Gómez

Special Thanks to :

David Baena, Fco. Jesús Martos, Teo López, Jordi Navales.

